小 P.A.C.E. WORLD 🌐

PACE ELECTIONS OVER!!

JEFF CLEVELAND ELECTED AS PRESIDENT FOR 1987/88

16-BIT V.P. MARIA CAMPBELL

8-BIT V.P. SHANNON HENDRIX

TREASURER MIKE FAZZI

President's Column
By Jeff Cleveland

Hello everybody! I'd like to take this opportunity to thank everyone on last year's Executive Committee for their efforts this past year. The ex comm did a fantastic job running the club last year, and I hope the new ex comm can do as well this year.

I would also like to thank Charlie and Glennel Fullman for hosting the PACE picnic. Thank you, thank you, thank you!!! The weather was fantastic, and everyone had a good time eating, swimming, socializing and playing volleyball. (So what if I can't serve?)

At the picnic, Chester Marks asked me what I planned to do for the club in the next year while I am president. Before I can answer that, I need to know two things: Who are we and where do <u>you</u> want to go in the next year? The club is for you, the members, so I will only do what you want me to do.

For this reason, I am preparing a member survey. All members present at the next business meeting will take the survey, so I can get a feel for what you want the club to do and how it can serve you better.

I can say that I would like to see members learn more about their machines, and computer science in general. Hopefully we can help the beginning users become intermediate users, and intermediate users become advanced users.

So come to the July business meeting ready to complain and suggest, so we can make the club better for you. (For those who have modems: If you don't get to take the survey, I hope to have the questionnaire on the BBS. I will leave everyone a message when it is up.)

TREASURERS REPORT

As of June 27, 1987 PACE has $391.27 in the bank. We still have to pay for the raffle tickets, at a cost of $75.24. There are some other expenses that have to be paid out of the treasury, i.e. bulk mailing permit for June, BBS phone bill, stamps, and refreshments for the picnic. I think that the treasury is in pretty good shape for this time of year. We have quite a few renewals that should come through in the next couple of months which will bolster the treasury.

One of the things that we do with the treasury is to provide the members and other clubs with our fine newsletter. At this time our newsletter is better than it ever has been. However, the cost of copying the newsletter is rising each month. I called several printers in the area about having the newsletter professionally printed. The cost figures I was quoted were between $80.00 and $100.00 per month. The cost of mailing it are in addition to this printing cost.

Our newsletter editor has been kind enough to provide us with the printing services, as he owns a copy machine. Joe Cullen not only puts together the copy, but also uses his time and machine to copy the master 200+ times, fold it up, staple it together, and mail it out. If we provide the printers with the master they will print it, fold and staple it and then we will mail it, the printer charging us $80.00+ for his services.

The reason I am bringing this up is because we will have to pay more for the newsletter no matter if we continue to have the copying done by Mr. Cullen or take the master to a professional printer. Mr. Cullen must be reimbursed for the real expense of copying the newsletter. We have been paying him $15.00 per month, but this is proving insufficient. The Executive Committee has voted to increase the amount we pay Joe to $30.00 per month in an effort to bring the real cost and actual payments back in line. We thank Joe for not charging us for his time, only the materials he uses. This is a big savings for the club.

I have been working with Joe Cullen to try to update our mailing list. I have compiled a list of memberships that have expired. If your name is listed below you need to renew your membership as soon as possible. Remember, if your membership is 2 months overdue you will be dropped from our mailing list.

Since the past-due memberships have not been in the newsletter for a few months the editor and I may give you an extra few days to renew. So, renew your membership! Your expiration date can be found on your mailing label on this newsletter.

MEMBERSHIPS EXPIRED IN MAY 1987

BENNER, CHRIS
BRADLEY, ROBERT
DEPHILLIPE, VINETTE & DAN
ELLIS, BERNARD
FISHBEIN, STEVE
HERRING, KENT
KOSTER, DAVE
LUFF, RONALD G.
MATERIA, AL
MOODY, RICHARD & ANITA
POWELL, WILLIAM
PRIOR, ED
SMICKER, STEVE
TALCOTT, NOEL

MEMBERSHIPS EXPIRED IN JUNE 1987

BROWN, STEVE
CLEVELAND, JEFF
FALKENHAN, J.J.
GRAHAM, DAVID G.
HALSEY, WALTER F.
WARE, GEORGE
WHISTED, HUGH

Mike Fazzi
Treasurer

MEETING MINUTES:

Here are some of the things we have been doing and talking about (and talking about doing) at June's meetings.

Business Meeting, JUNE 18, 87-This meeting was nearly all business. Approximately 25 members and 4 visitors were in attendence.

- Elections for 1987-88 were completed, for what they were, and the results were:

> President - Jeff Cleveland
> V. P. (8-bit) - Shannon Hendrix
> V. P. (16 Bit) - Maria Campbell
> Treasurer - Mike Fazzi
> Secretary - Vacant

I'm helping in as PACE Secretary until someone else comes along.

- Raffle rules were explained and over half of the 1000 raffle tickets were distributed.

- The picnic instructions were read over once again and it seemed everyone knew what to do and where to go. (Today's the day so I guess we'll know).

EXCOMM MEETING, June 23, 87

The ExComm meeting was held at PACE President Cleveland's home around 8:15pm. Members present included Lynn Chapman, Mike Fazzi, Joe Cullen, and Dave Koster. Topics discussed were:

Newsletter: (See Treasurer's Report)

- Mike and I were contacted by Buck Madrey of the STATUS ATARI users group in Virginia Beach about the possibility of of the two group cooperating on the publication of newsletters. Lets hear your suggestions.

- There was discussion regarding the disposition of our Newsletter Exchange newsletters.

The older newsletters will be brought to the meetings and members should go through them and see what is happening elsewhere in Atari world.

The "Special" newsletters will be indexed and a listing supplied to club members. From the listing the members can ask for a Xerox copy of any article. (Small charge may be asked)

APPOINTMENTS: Filling appointed positions was discussed. If you are interested, contact a member of the ExComm. Positions must be filled soon. The positions needed to be filled are Secretary, Actual and Assistant Librarian for 8 and 16 bit software, 8 and 16 bit PACE SYSOP for the ODDX/PACE bulletin board, and Assistant NL Editor. Joe Cullen is continuing as PACE WORLD Editor.

MEETINGS: Meeting topics and organization were discussed. The feature topics for the next three meetings will be:

JULY - User survey to finally pin down once-and-for-all what PACE wants to do on its summer vacation.

AUGUST - Quick and dirty review of programming languages, for the beginning and intermediate user.

SEPTEMBER - Best of the ST, to date. We put the best ST software through wringer and see what comes out! (RAFFLE DAY if we don't sell out sooner!)

- Name tag discipline will be enforced at coming meetings, be sure to bring yours (and for your own benefit, leave it with us as you go!). Those not wearing their name tag will receive a severe rolling-eyeballs-at and could perhaps even suffer the dreaded glazed-look-with-slight-head-shake. Mike Fazzi should be contacted if you have nametag problems.

- Lynn reminded everyone don't forget to remember to treat the lab equipment like it was someone elses, which of course it is! And keep an eye on those small children, we don't want them hurt!

Minutes respectfully submitted by: :dave koster

PICNIC FUN!

Hot sun, cool water, iced tea, frisbee, steaks on a open grill, speedboats on the Hampton River, swinging under the pecan tree, pool dunks, killer volleyball, old-style relaxation.

Wait, let me guess! Can I buy a vowel? I'll solve the puzzle: PACE PICNIC!

We had a tremendous time, thanks to Charlie and Glennel Fulman, Dot Sinclair, and all the PACE members who came out on sunny Sunday afternoon. The weather and the setting were very fabulous. The only drawback to the entire day was that more members weren't around to enjoy it. In any case, we're getting more experienced at running these things, and eventually we'll find the perfect day AND setting AND have everyone show up. Up until then, like this picnic, two outta three ain't so bad!

Once again, our thanks to the Fullman and Sinclair familiies for putting up with the whole group, and to everyone else who contributed to fun.

Now, let's see, about the PACE Autumn Celebration....

                                        dave koster

Beyond the Basics
By Jeff Cleveland

Decision Making in Action!

Action! uses the same IF..THEN statement that BASIC uses, but adds some additional features to make it more flexible.

Because Action! does not use line numbers, a delimiteris used to close an IF..THEN statement. Just like the end mark of a DO loop, the end mark for IF..THEN is FI.

The following example reads the joystick to see if it is pressed.

Example 1. IF..THEN in Action!

```
IF STICK(0)<>15 THEN
  PRINTE("JOYSTICK PRESSED")
FI
```

The size of the code in between the THEN and the FI can be as large as needed. The lack of line numbers in Action! source programs allows a long IF..THEN construct to be neater and easier to read than BASIC, since BASIC is limited by the line length of the standard Atari Screen Editor. (This limitation can be be avoided by using GOTOs, but this makes a BASIC program harder to trace.)

Action! adds one instruction to IF..THEN that was left out of Atari BASIC: ELSE. An ELSE statement allows a second choice in an IF..THEN construction. If the condiional expression -- the statement between IF and THEN (i.e. the STICK(0)<>15 in the above example is a conditional expression) -- is true, then the instructions following the THEN are executed. If the conditional statement is false, then the code following the ELSE is executed.

Example 2. IF..THEN with ELSE

```
IF STICK(0)<>15 THEN
  PRINTE("JOYSTICK PRESSED")
ELSE
  PRINTE("JOYSTICK NOT PRESSED")
FI
```

Look at the example. If STICK(0) does not equal 15, then 'JOYSTICK PRESSED' will be printed. However, the ELSE will automatically be skipped. If STICK(0) equals 15, then the code block following the ELSE is executed and 'JOYSTICK NOT PRESSED' is printed. All code blocks between an IF..THEN and an ELSE or between two ELSEs always terminate at the FI that closes the structure.

Mixing ELSE and IF..THEN

Any instruction may follow an ELSE, including an IF..THEN. If an IF follows ELSE in the same construction, then the ELSE and the IF are combined to form ELSEIF. ELSEIF allows more than two options in the same IF..THEN. This instruction can be useful for testing user input from a menu or looking for a number.

Example 3. ELSEIF

```
PROC TESTCHR()
BYTE CH                   ;save room for a character

PRINT("ENTER A CHARACTER>")
CH=GETD(0)  ;get a character from
            ;the screen editor

;the ' symbol returns the atascii
;code of the letter that follows it

IF CH>='A AND CH<='Z THEN
  PRINTE("IT IS UPPER CASE")
ELSEIF CH>='a AND CH<='z THEN
  PRINTE("IT IS LOWER CASE")
ELSEIF CH>='0 AND CH<='9 THEN
  PRINTE("IT IS A NUMBER")
ELSE
  PRINTE("IT IS PUNCTUATION")
  PRINTE("OR A CONTROL CHARACTER")
FI
  RETURN
```

Run the above example several times, each time entering a different character type. Watch the output. Notice that after a print has been done, execution continues at the FI just like an ELSE.

In some cases you may need to put an IF..THEN inside another IF..THEN. Placing a structure inside another is called nesting, and is permitted by Action!. (We'll look more into nesting next month.)

Example 4. Nesting IF..THEN

```
CH=GETD(0)      ;get a character
IF CH>128 THEN
  PRINTE("INVERSE")
ELSE
  IF CH>='A AND CH<='Z THEN
    PRINTE("CAPS")
  FI
FI
```

Next Month...

As usual I've run out of time and space before finishing what I wanted to cover. Next month we'll do subtraction in assembly and nesting Action! statements. Space permitting, we'll also take a look at programming methodology for assembly and Action!.

LEARING CAN BE FUN!

Well here I am again. Ready and willing to show you how learning can be fun. Last month I started with drill and practice programs and told you what they were and gave you a few examples of some of them. This month I will tell you a little about simulations.

Imagine... your ship was caught in a disastrous storm and was driven aground, wrecked off the coast of a deserted island. You have only minutes (not hours) to gather your family, salvage what you can , and then get safely to shore. And then what (who knows). Whether you are a member of the Swiss Family Robinson or a space pioneer, simulation software is the next best thing to being there. Simulation software allows the user to experience worlds that aren't otherwise available. The parameters that control the action can be manipulated by the user, making this a more flexible form of software than drill and practice. Simulations are based on the discovery method of learning. This can result in better understanding of the concepts presented

Simulations are fun and growing in popularity. They are ideal for the child who wants to play the same simulation over and over because the action is rarely, if ever, repeated in the same way.

Well I think that will have to do until next month, because I want to tell you about two educational programs that could come in handy.

PIECE OF CAKE MATH

Come visit a bakery... a magical bakery where children learn to add subtract, multiply and divide. Just keep count of the tasty cakes as they come out of the oven and are sold to customers. You have to work fast to catch a cake before it falls splat on the floor. If you have trouble, the bakers will help you and explain how to do it. These games are a lot of fun and the bakers can teach you important math skills! After all, math is a piece of cake. (I really like that last sentence.)

These are multiple skill level games for ages 7-13. Of course they can also be used those gifted children who can not wait until seven to use their math facts. The children are lead through progressively more difficult mathematical concepts. All possible mathematical combinations are provided in each shill level. They must remain in a skill level until they have mastered the appropriate mathematical concepts.

Suggestions are included to help you extend your child's learning both on and off the computer. The best part of all is that Springboard gives a 30 day guarantee. If, within 30 days of the date of purchase, you decide this software is not helping your child's understanding of mathematical concepts, they will give you your money back. Not bad! (Okey gang that means you must at least use it first.)

MASTER TYPE

This program is for anyone who wants to learn to type and yet wants a fun way to do it. It is a fun-filled game that lets you save the universe while you practice typing. Its ease of use and effectiveness have made it one of the best selling typing program on the market.

The Master Type is a powerful wizard who uses laser-like Force to defend your Command Ship, which is stationed at the center of the screen. At the beginning of combat enemy word stations will appear in the far corners and immediately begin hurling missiles at your ship. You must destroy the words before they destroy you.

You direct the MasterType's force by typing one of the four words. Each time you successfully type a word, the MasterType zaps a blast of energy toward the word, exploding any missile in its path. But in order to successfully work with the MasterType, you will have to learn how to type.

The manual is easy to read and even easier to follow. MasterType contains 18 typing lessons and even includes a flexible lesson system that allows you to creat custom games for your own special needs.

Let's face it good keyboard skills are essential to word processing and programming, and are invaluable when you use a spread sheet or filing system. Even though you might feel your child is not ready for some of these skills now, it is never too early to teach these skills. Your child will start using the computer when he enters school so let's give him a head start.

Since I do not have all of these typing skills, I think I will stop here and go practice some more. Maybe someday (before next month) I will at least be typing 80 words per minute. (I must be dreaming)

I am still looking for good education programs so think about giving me a call (827-8094). Do not worry about how old the programs might be because some of those old ones were really great. You don't even have to tell me how to find it. I have ways of finding things that other people thought were no longer around. So come on PICK UP THAT PHONE give me a call, and if you do not want to call why not tell me about it in the next newsletter. That's one sure way of making sure I get the message. Some of you might even have programs you have written that could be shared. I would really like that because I would be saving money.

Georgia Scott

COMMENTARY

The documentation for Happy's Revision 7.10 defends the position that their enhancement is designed for archival purposes and, unlike copy programs such as Backup Master, Chipmunk or the Skunk, a Happy copy is absolutely identical to the original.

If this is the case one must assume that Happy's PDB (pre-defined backup) is a re-write of the original material that the Happy enhancement cannot copy, although I'm not convinced this is always the case. I took my original copy of Magniprint II+ and used the PDB back-up file. The copy loads easier and faster than the original, which should not be the case if the copy is identical to the original!

Backup Master, Chipmunk and the Skunk are "parameter" copiers and go a step further than Happy by re-writing the original program with new instructions that by-pass the protection in the program. Commodore programs have long been copied using similar parameter copiers because of a lack of hardware similar to a Happy Enhancement.

What I found interesting in the Happy "defense" of the product was that the Happy copy, while satisfactory for archival purposes, is useless if the program is to be transferred to a Hard Disk, but a program "broken" with a parameter copier can be used with such devices because the protection has been removed.

If one is to consider strictly legitimate uses of copied software, my thinking is that there is more justification in a program that makes the material capable of additional use, r than a direct copy of the author's material.

Being able to amend Atariwriter+ for a Hard Drive or for use with a different DOS or adding a ramdisk by breaking the protection is, to me, more legitimate than having a simple straight copy.

There are, incidentally, few products which can be copied so that a "duplicate" is available in the event of a problem with the original. One can make a copy of a tape (audio or video) for such purposes although the copy is not of the same quality of the original, unlike the computer program which suffers no quality loss from the original.

There is no question it is illegal to copy a program for re-sale or even give to a friend - but there remains a question of the legality of making an archival copy. Some authors say go ahead and make your back-up copy but others do not, leaving the question for the reader - if the author protects the program is there a justifiable reason to make a copy

MORE COMMENT

In last month's newsletter I wrote about the two letters I had sent to Antic recently, discussing the magazine's editorial on the Newsroom and an article on printer programs. I was pleased to get a reply from editor Nat Friedland late in in which he suggested I submit a complete review on the News Station System.

REVIEW

While few items were as anxiously awaited as Happy's Revision 7 released after many, many months of delay, the new Revision 7.10 has already been released.

For those with the Happy Enhancement in their disk drives, Revision 7.10 offers a few more PDB files for archival copies of some software, but the most interesting part of 7.10 is a program that converts IBM and Atari text files. This part of the program will be covered more fully in a later review.

Some changes were made to the Happy sector copier, allowing sector copies of enhanced density material, and a change in the program permittting the sector copy to continue after encountering an error.

Also, Revision 7.10 will recognize some of the 256K computer upgrades, such as the Newell upgrade.

Steve Fishbein

MICROFLYTE JOYSTICK

Last summer I ordered the Microflyte Joystick for my Commodore computer and was under the impression the same stick would not work with the Atari version of the program.

I wanted to order a driver for another program and when I called Microcube I learned that the stick would also work with my Atari, with the possibility that some re-calibration MIGHT be needed, which could be accomplished with the newly released re-calibration disks.

I immediately ordered the re-calibration disks ($4.95 each) as well as a driver for the Atari. In my haste to try out the stick on the Atari I managed to break off one wire and destroy one of the "pots" on the "gimbel," making the stick useless with either computer.

I then packed the stick with a note to Microcube and mailed it. While at this point you might be expecting some kind of "horror story," this was far from the case.

Nine days after sending the stick in I got it back with a note that since it was an older model they had done a complete refurbish, including replacing the stick mechanism with a new one. The total cost for the very quick and very excellent repair came to $5, including shipping. Microcube is a company with policies fully in line with the superb quality of their product.

This time, being much more careful, I attempted to re-calibrate the stick for the Atari, ignoring the instructions, only to eventually discover that the stick could re-calibrate itself to the computer through the software.

The Microflyte Joystick truly makes use of the Flight Sim program much more enjoyable. The stick, with throttle and flaps as well as the aileron and elevator control, had a new feature added through the driver - an additional ability to change the view left, rather than use the keyboard.

If there was any disappointment, it was that drivers for other programs have been put on hold because Microcube has been busy making the sticks for both the ST and Amiga.

Steve Fishbein

IF YOU HAVE ANY QUESTIONS, CONTACT:

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PACE MEETS AT GLORIA DEI SCHOOL, CORNER OF FOX HILL ROAD AND WILLOW OAKS BLVD., HAMPTON, VA. MEETINGS ARE THE 1ST AND 3RD FRIDAY OF THE MONTH AT 6:00 PM. HOPE TO HEAR FROM YOU SOON.

P.A.C.E.
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